

tation device may be moved into position (and/or the video display may be moved out of position) along the common line of sight.

[0167] In some embodiments, one or both game presentation devices may be automatically moved during game play between the viewing and non-viewing positions. This may elicit greater interest and excitement from the player and/or spectators during game play. Of course, the presentation devices may also be moved at other times (e.g., not during game play), in order, for example, to attract attention or to elicit greater interest and excitement from persons in a surrounding area, e.g., a casino.

[0168] A wide range of gaming machine designs may take advantage of movable displays embodiments of the invention. For example, some suitable gaming machines have top boxes and/or player tracking features. Further, some gaming machines are designed for bar tables and have displays that face upwards. As another example, a game may be generated in on a host computer and may be displayed on a remote terminal or a remote gaming device. The remote gaming device may be connected to the host computer via a network of some type such as a local area network, a wide area network, an intranet or the Internet. Further a gaming machine or server may include gaming logic for commanding a remote gaming device to render an image from a virtual camera in a 3-D gaming environments stored on the remote gaming device and to display the rendered image on a display located on the remote gaming device. Those of skill in the art will understand that the present invention, as described below, can be deployed on most any gaming machine environment now available or hereafter developed.

#### CONCLUSION

[0169] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced without departing from the spirit and scope of the invention as defined in the claims. For instance, while the gaming machines of this invention have been depicted as having a display screen physically viewed through a vertical glass panel attached to a main gaming machine cabinet, the use of gaming devices in accordance with this invention is not so limited. For example, the display screen features may be provided on a table top gaming machine where the display screen is viewed through a horizontal glass panel. Further, features of the invention described herein may be provided alone or in any combination.

What is claimed is:

1. A gaming machine comprising:

- an external cabinet defining an interior region of the gaming machine, the external cabinet adapted to house a plurality of gaming machine components within or about the interior region;
- a processor configured to execute instructions from memory that permit game play on the gaming machine; one or more reels or a reel display mounted to or within said external cabinet;
- a video display device positioned in front of and along a common line of sight with respect to the reels or reel display such that a player, while positioned for playing a game on the gaming machine, can view either the video display device or the reels or reel display along the common line of sight;
- game presentation logic for execution on the processor to present video information on the video display device pertinent to said game play on the gaming machine; and

a mechanism for moving at least one of the video display device and the reels or reel display into and out of position along the common line of sight.

2. The gaming machine of claim 1, wherein the reels or the reel display comprise a curved surface of a digital display device.

3. The gaming machine of claim 1, wherein the one or more reels or the reel display comprise mechanically rotatable reels.

4. The gaming machine of claim 1, wherein the one or more reels or the reel display comprise a video reel display.

5. The gaming machine of claim 4, wherein the video reel display and the video display device are configured to cooperate in displaying three-dimensional visual output that has an actual three-dimensional depth along the common line of sight.

6. The gaming machine of claim 1, wherein the one or more reels or the reel display comprises a multilayer display.

7. The gaming machine of claim 1, wherein the video display device comprises a non-transparent liquid crystal display.

8. The gaming machine of claim 1, wherein the game play comprises playing a slot game.

9. The gaming machine of claim 1, wherein the game play comprises playing a game of chance selected from the group of a video card game, baccarat, video pachinko, a lottery, keno, and a bingo game.

10. The gaming machine of claim 1, wherein the mechanism for moving comprises a motor drive for moving the video display device into and out of the common line of sight.

11. The gaming machine of claim 1, wherein the mechanism for moving comprises a motor drive for moving the reels or reel display into and out of the common line of sight.

12. The gaming machine of claim 1, wherein the game presentation logic comprises instructions for controlling display of symbols on the reels or reel display.

13. The gaming machine of claim 12, wherein the reels or the reel display comprises an OLED device for displaying the symbols.

14. The gaming machine of claim 12, wherein the reels or the reel display comprises an OLED device on a mechanical reel.

15. The gaming machine of claim 12, wherein the reels or the reel display comprises an electroluminescent display for displaying the symbols.

16. The gaming machine of claim 12, further comprising a projection-type display device configured to cast an image of reel symbols onto the reels or the reel display.

17. The gaming machine of claim 1, further comprising a touch screen proximately located along the common line of sight and positioned to allow a player to select game options by touching regions on the video display device along the common line of sight.

18. A method of presenting a game on gaming machine, the method comprising:

- determining that an aspect of a game is to be displayed on either (a) one or more reels or a reel display mounted to or within a cabinet of gaming machine or (b) a video display device positioned in front of and along a common line of sight with respect to the reels or reel display such that a player, while positioned for playing a game on the gaming machine, can view either the video display device or the reels or reel display along the common line of sight;